

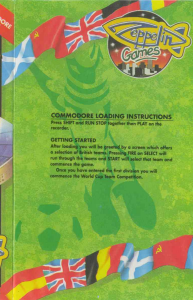
World Soccer has you managing a great British club through the leagues of the ultimate World Soccer Competition. All the great European sides are here - and the graphics and gameplay are truly astounding.

COMMODORE
64/128

WORLD
SOCCER

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SOCCER

COMMODORE
64/128



COMMODORE LOADING INSTRUCTIONS

Press **START** and **RUN STOP** together then **PLAY** on the recorder.

GETTING STARTED

After loading you will be greeted by a screen which offers a selection of British teams. Pressing **F10** on **SELECT** will run through the teams and **START** will select that team and commence the game.

Once you have entered the first division you will commence the World Cup Team Competition.

Made in UK

Program Ian Copeland
Graphics Richard Boston

C101

£2.99



MAIN PLAYING SCREEN

Move the pointer and press FIRE to select from the ten options available to assist you in guiding your team to the top in WORLD SOCCER.

BANK

The Bank Manager will show you your current financial position any time you require the information. He will also agree to loan money to you to venture into the transfer market so you can buy high class players to improve your team.

You have a choice of three options:-

LOAN - Enter the figure to loan by using joystick.

PAY BACK - Enter re-payment figure to reduce loan.

EXIT - Places you back on main screen.

ON AIR

The running commentary of the match in progress is given by Ross MacDonald ZEP TV top sports reporter, if you select this option.

MEDIC

OK's the players who are match fit and available for squad duty. Injured players are reported upon with expert assessment of how long they will be out of first team action.

LOAD/SAVE

You may save the current game for future use, or choose to load a game which was started earlier and not concluded.

SCOUT

The scout is able to tell you where he thinks the strengths and weaknesses of your team are in their present form. He can also recommend players available in the transfer market who would, in his opinion, strengthen and improve your team.

You may purchase the players the scout recommends or return to the main play screen.

SELL PLAYERS

This option allows you, the manager, to dispense with players who have lost their form, or never reached peak performance. Again decisions have to be made similar to when buying players, this can be

done after receiving advice from the scout, and considering the effects on the team's moral, and other important and relative factors.

LEAGUE POSITION

Displays the position of your team in your current league table.

MATCH PLAY

Details of the next fixture are given along with Scout's opinion of the strengths and weaknesses of the opposition. You can decide to play the match and field unchanged team, or return and change your squad.

At half time the match score will be available with details of any injuries and bookings which have occurred to members of your team. You may then choose up to two substitutes for the second half.

The second half is now set in motion. If your main interest is in the result the final score will be shown together with the details of match attendance and the gross match receipts for the day.

The information service provides a round up of the match results of the day, so that your rival's performances can be obtained and assessed for future reference.

TEAM SELECTION

Select from your squad, 11 first team players, and two reserves.

In making your selection you may take into account the POSITION,

AGE, FITNESS, SPEED, and ABILITY. Press the pointer to 'Y' to select

a player for the first 11, 'S' to place a player on the substitutes bench, or if the player is already selected they will be dropped from the team.

FIRST ELEVEN

Displays your current selected first 11 and reserves.



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